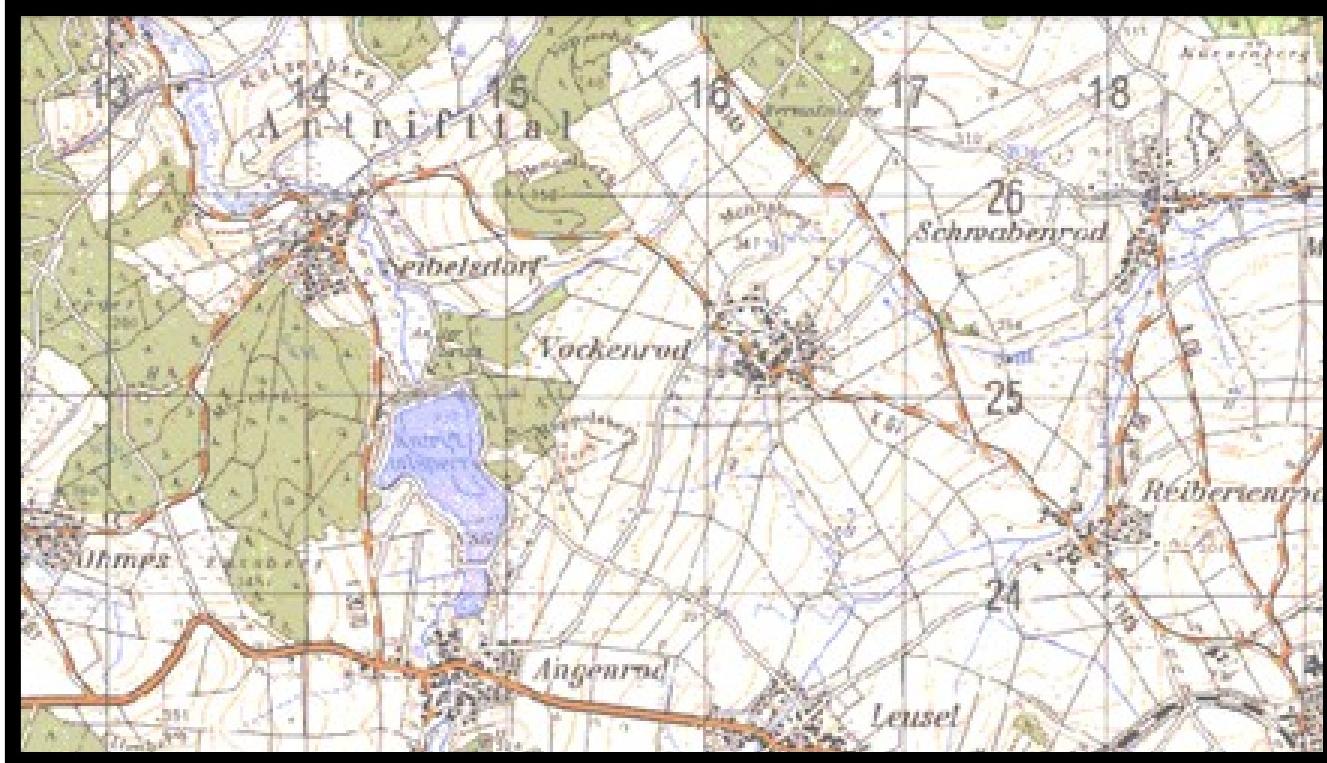


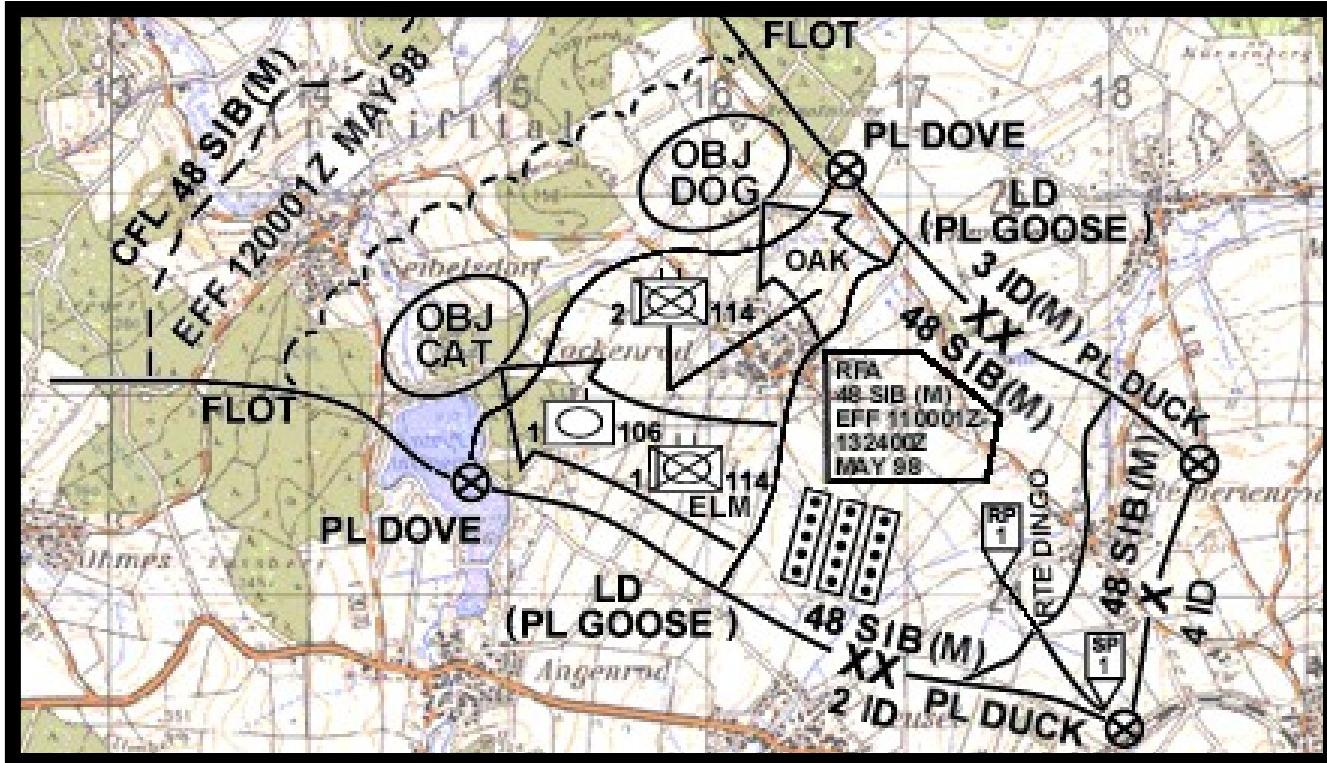


# GRAPHICS AND OVERLAYS





# COMPLETED OVERLAY





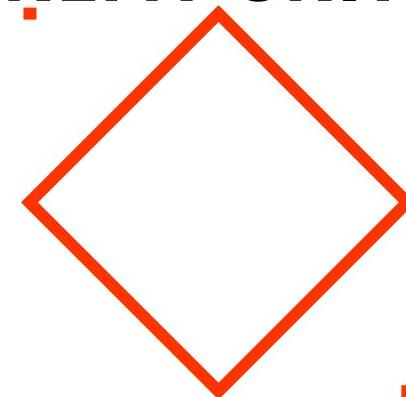
# GRAPHIC COLORS

**FRIENDLY UNITS**



**FRIENDLY MANEUVER  
GRAPHICS  
ARE IN BLACK**

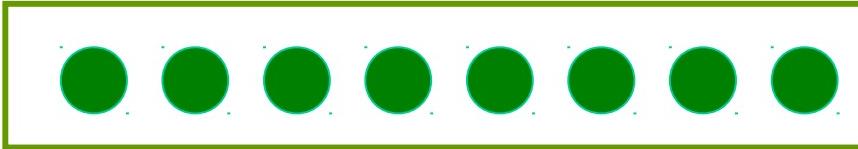
**ENEMY UNITS**



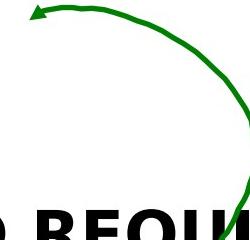
**ENEMY UNIT  
GRAPHICS ARE  
IN RED**



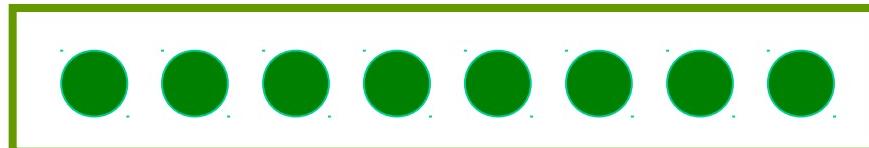
# GRAPHIC COLORS (CONT)



ENY



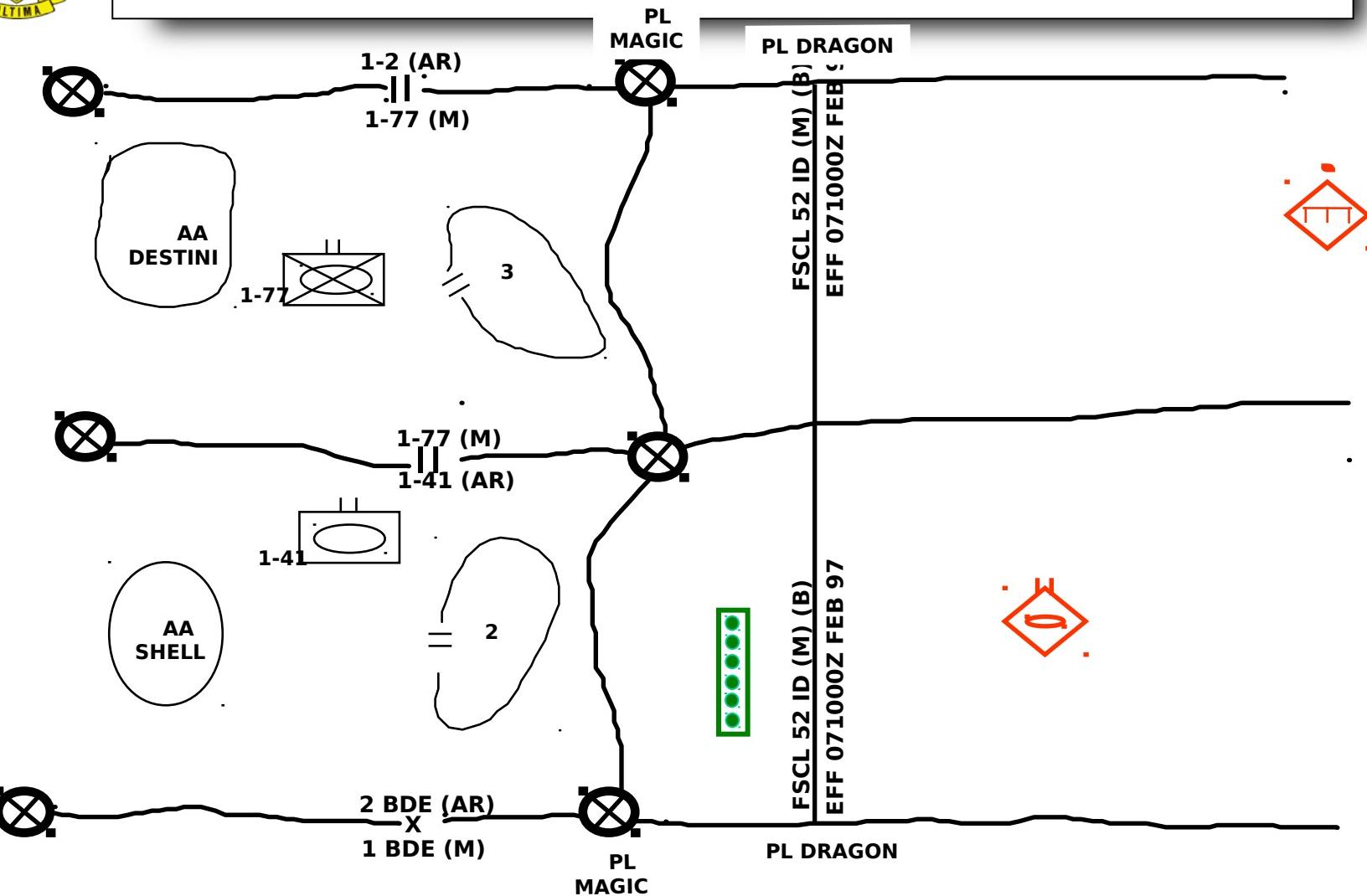
**ENEMY OBSTACLES ARE GREEN AND REQUIRE THE TERM “ENY” ( IN GREEN ) TO IDENTIFY THE OBSTACLE AS ENEMY**



**FRIENDLY OBSTACLES ARE GREEN**

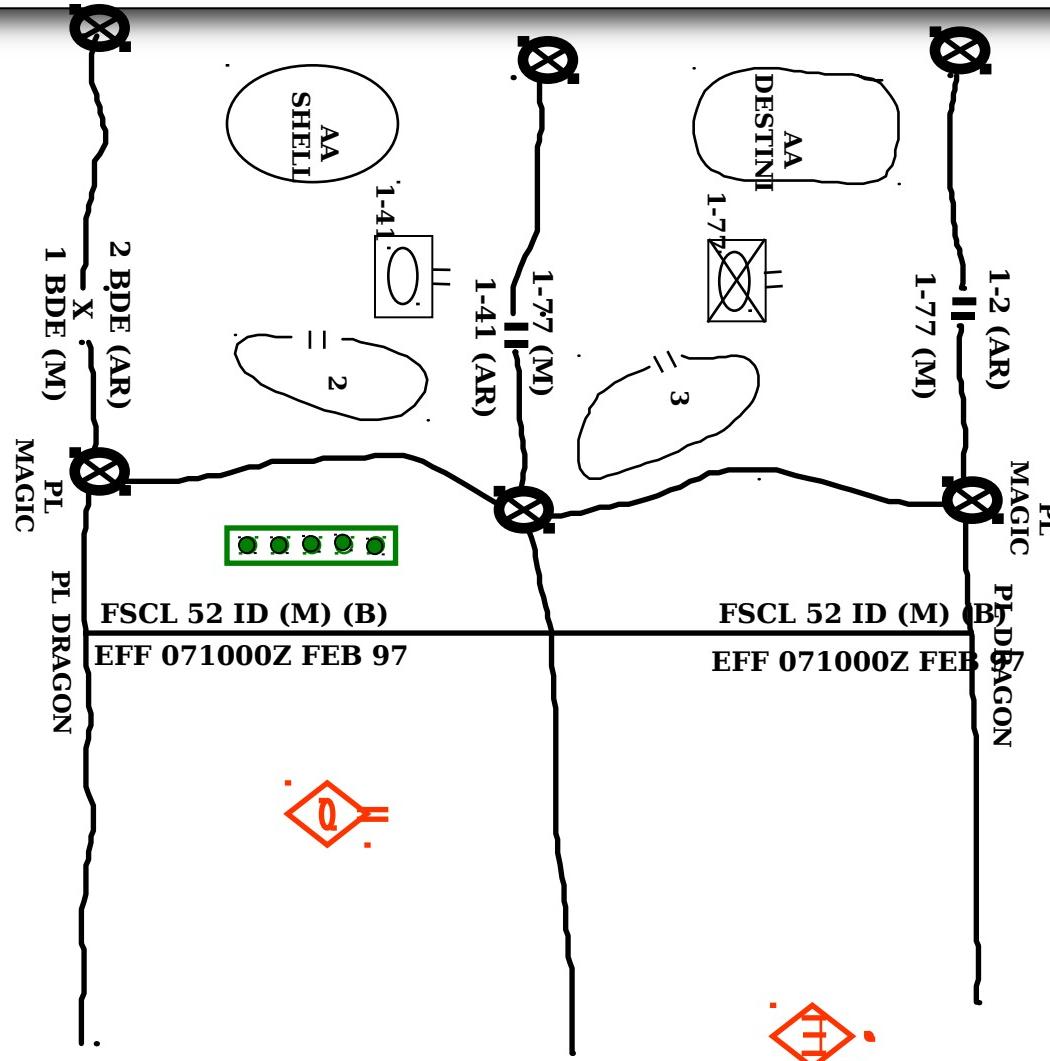


# LABELING RULES



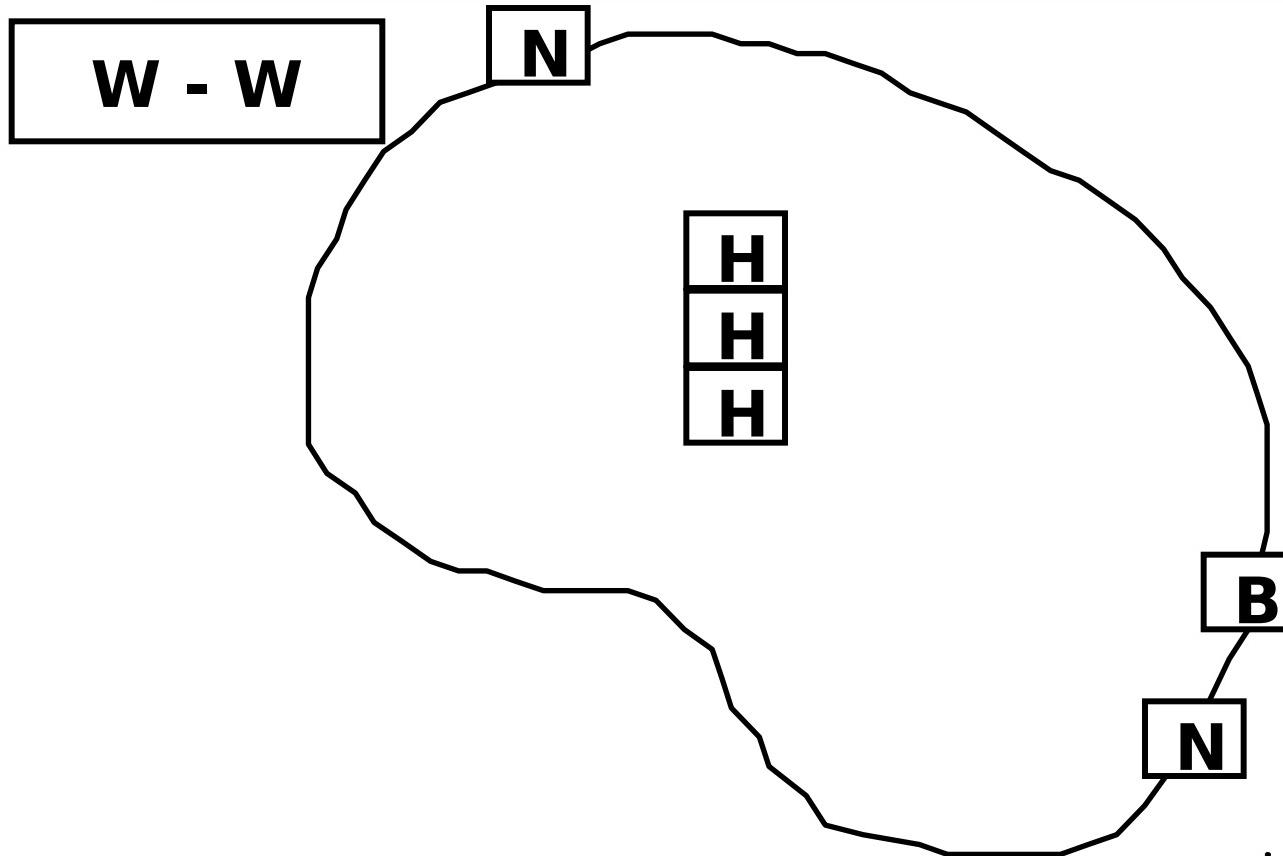


# LABELING RULES (CONT)





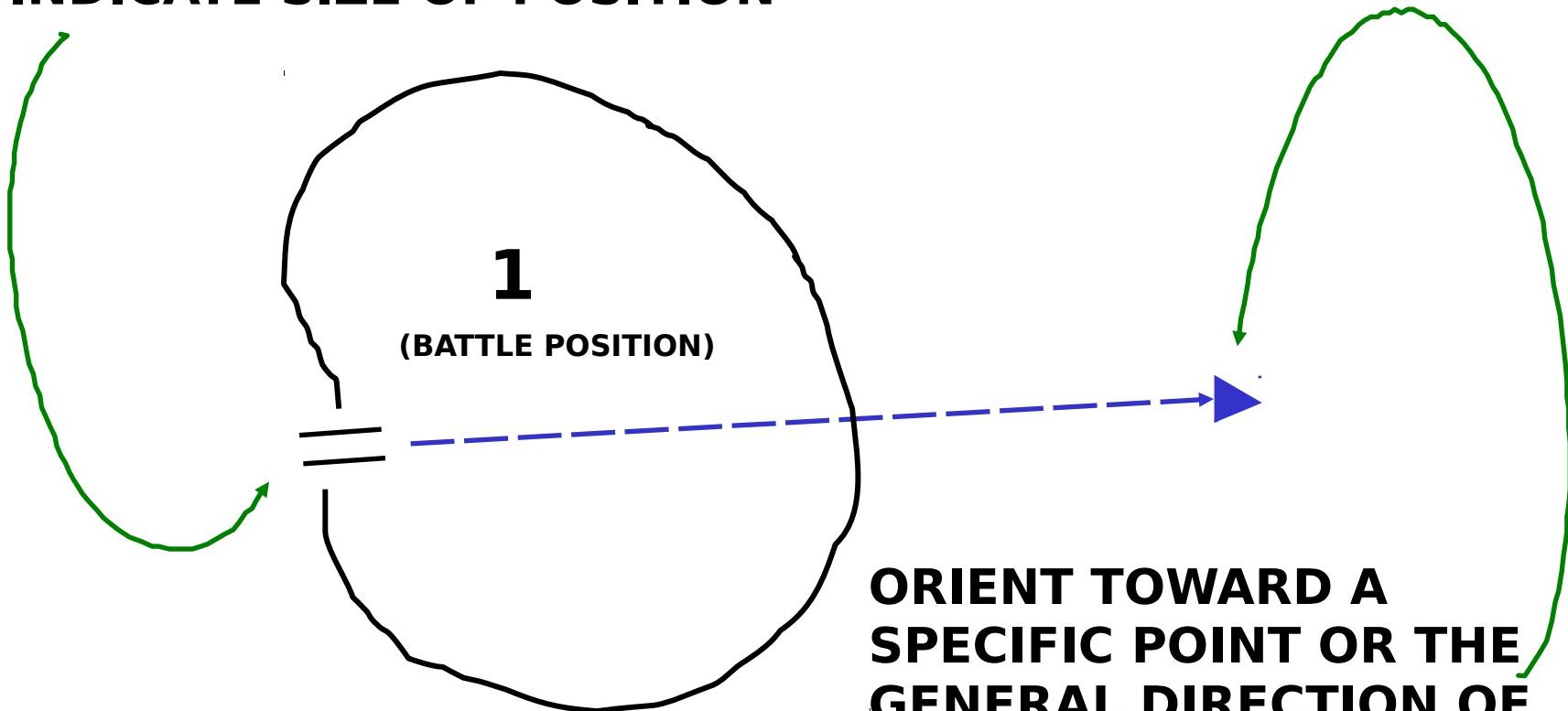
# AREAS





# BATTLE POSITION

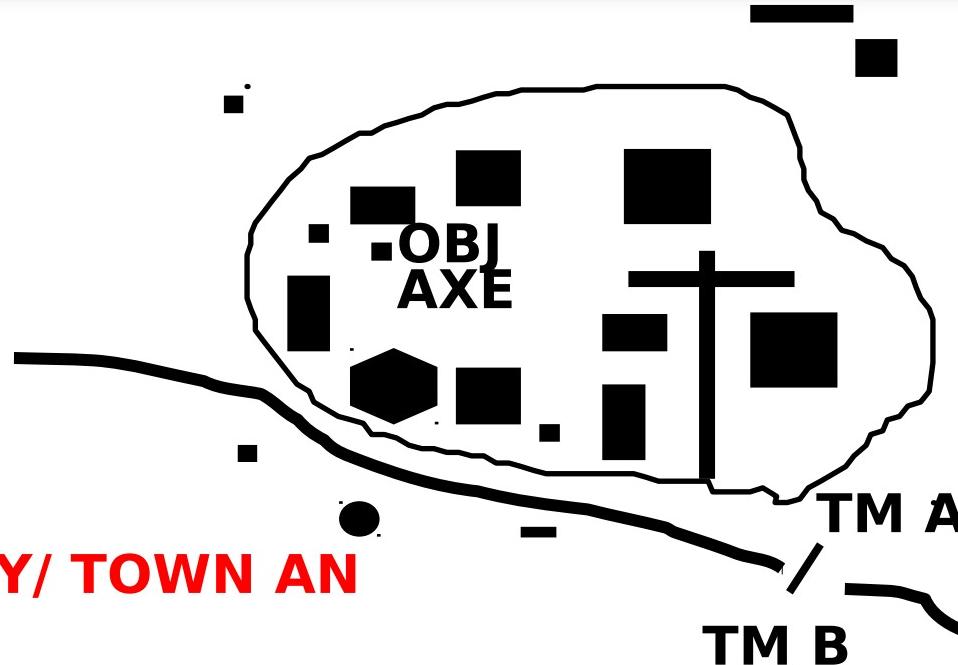
**WILL CONTAIN FIELD BRAVO  
TO INDICATE SIZE OF POSITION**



**ORIENT TOWARD A  
SPECIFIC POINT OR THE  
GENERAL DIRECTION OF  
THE ENEMY**



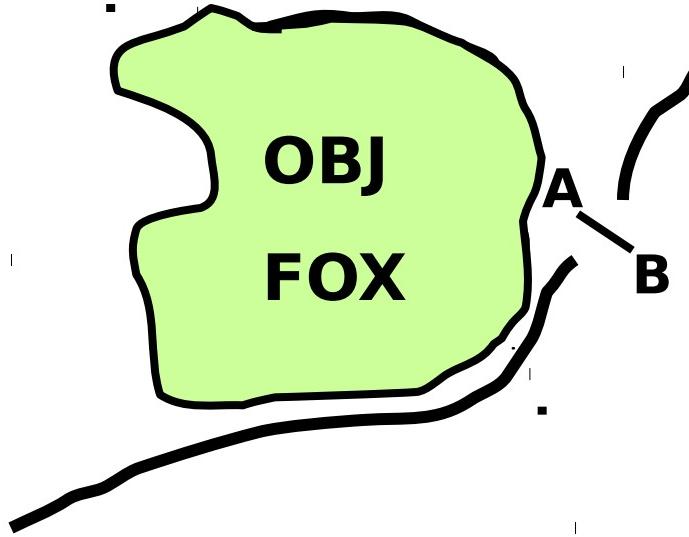
# AREA OBJECTIVE (TOWN)



**TO MAKE A CITY/ TOWN AN  
OBJECTIVE,  
ENCIRCLE THE ENTIRE CITY/ TOWN.  
LEAVE OUT THOSE BUILDINGS THAT  
APPEAR TO BE OUTSIDE THE  
PRIMARY  
CITY/ TOWN BOUNDARIES.**



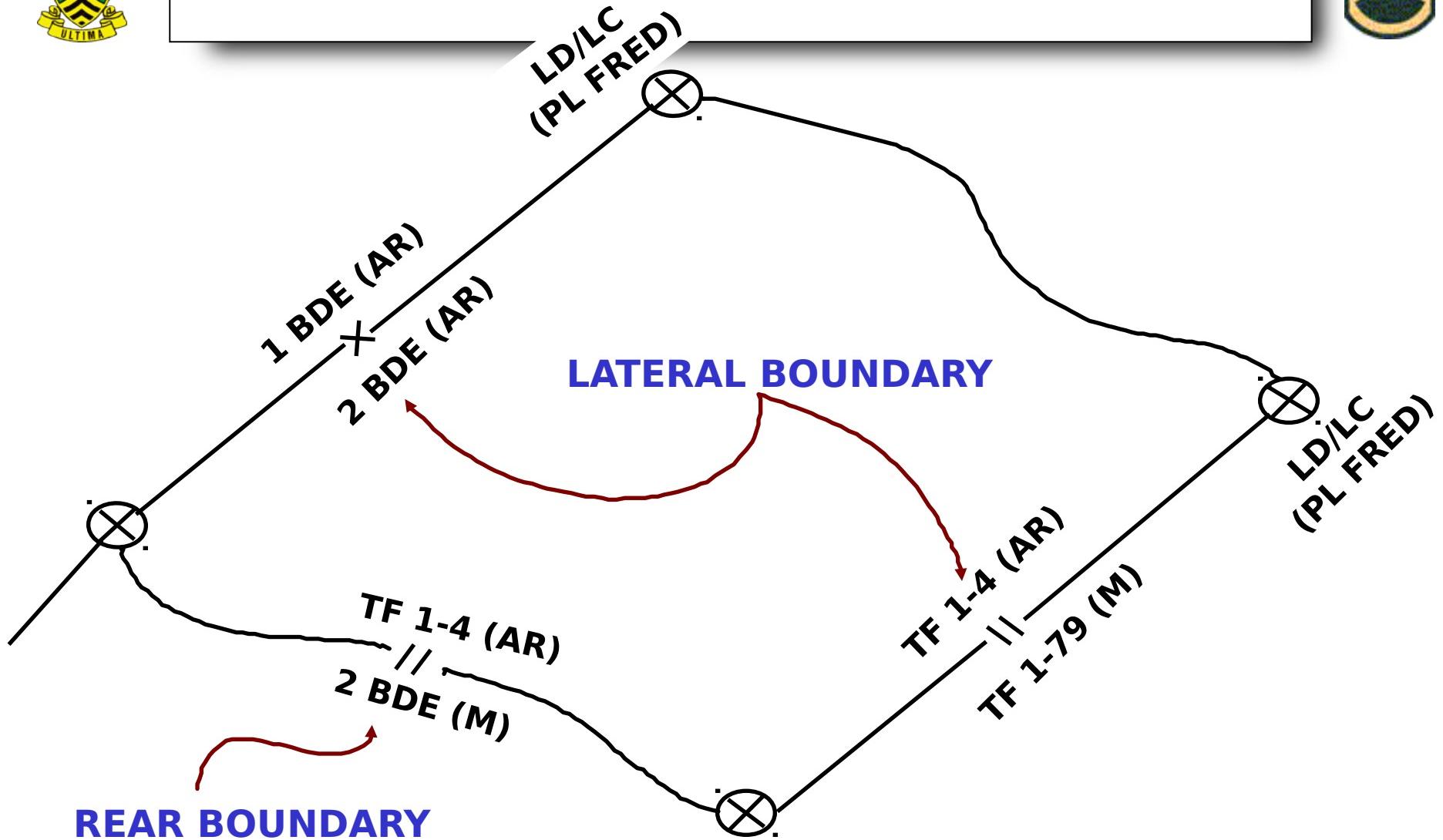
# AREA OBJECTIVE (WOODS)



**TO MAKE A WOODED AREA AN OBJECTIVE, ENCIRCLE THE ENTIRE GREEN AREA THAT REPRESENTS THE WOODED AREA.**

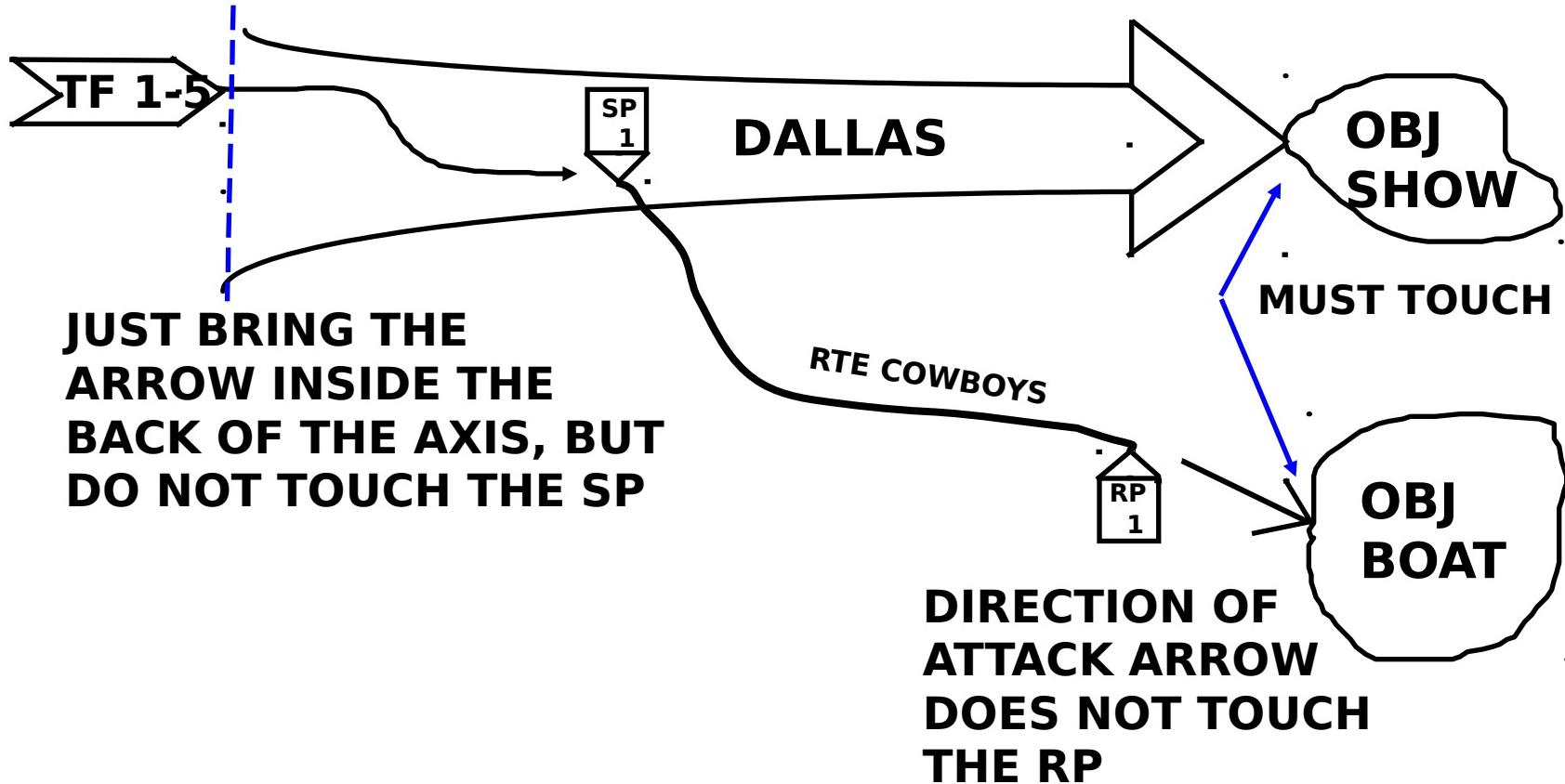


# BOUNDARIES



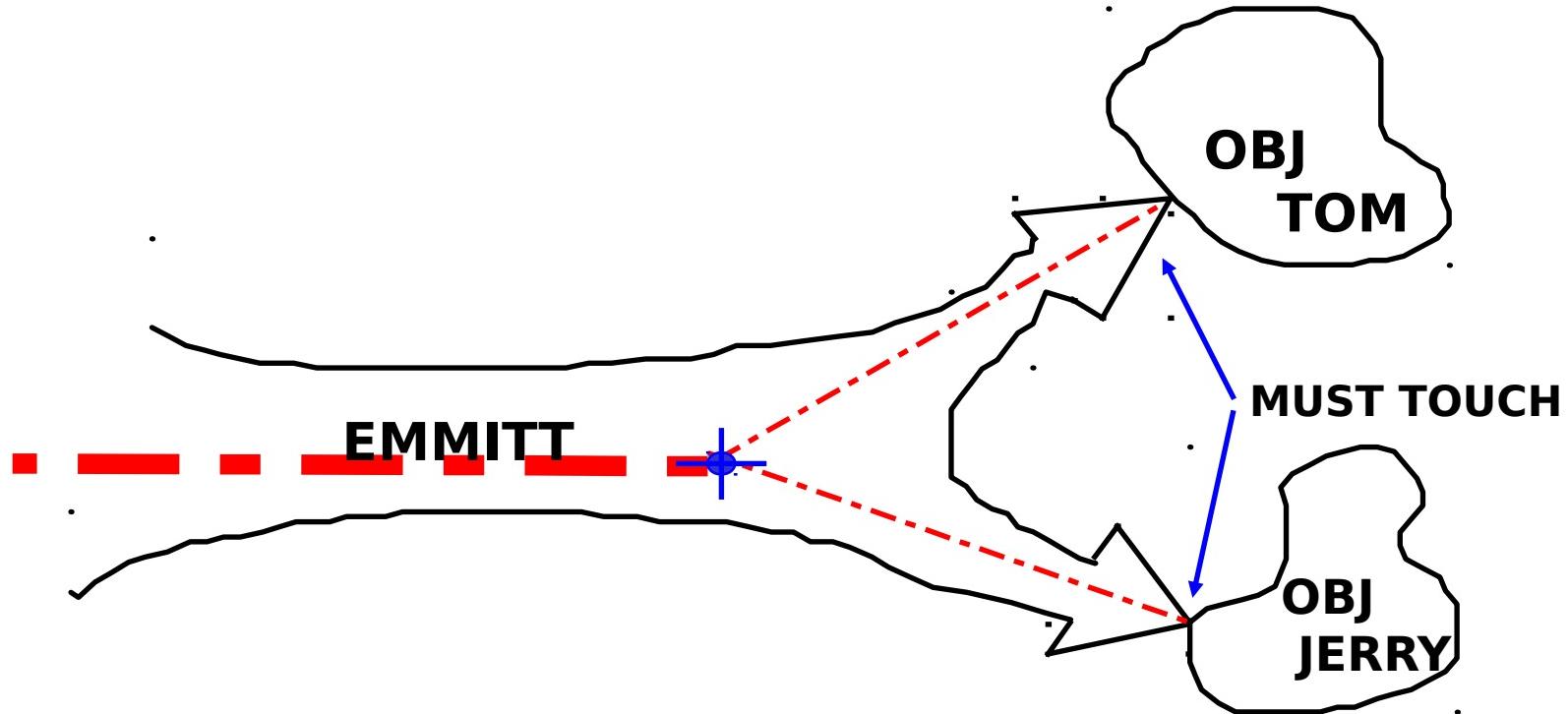


# MOVEMENTS



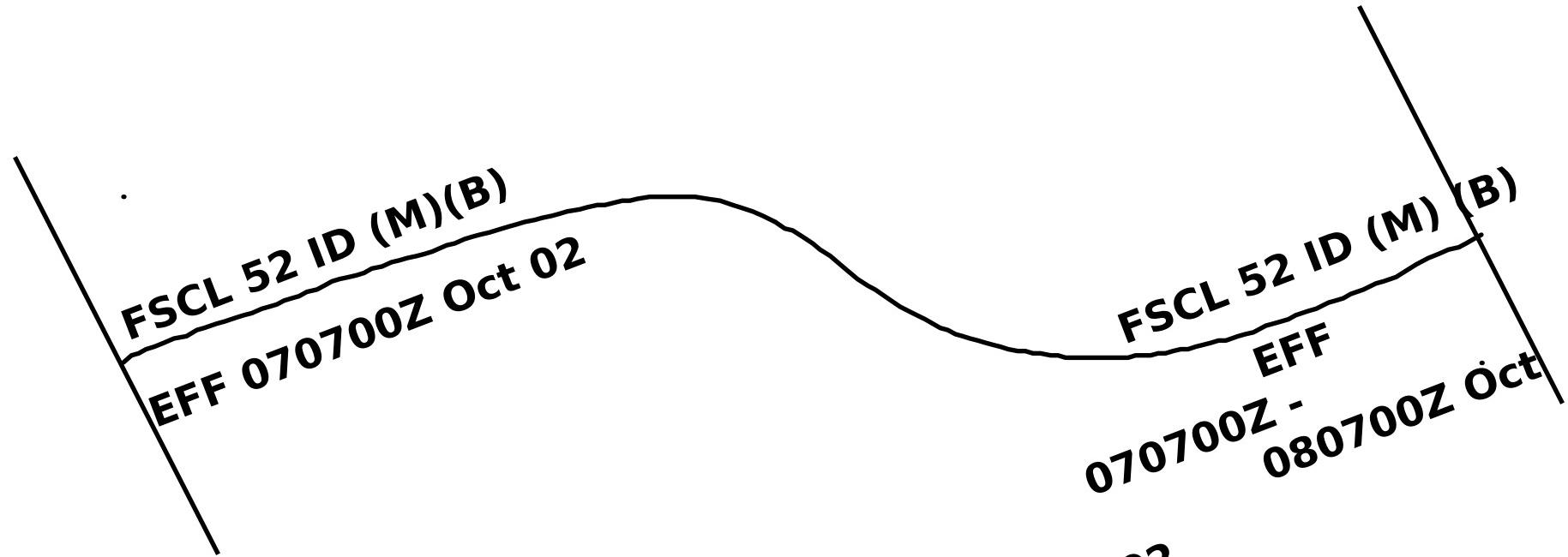


# MOVEMENT (DOUBLE AXIS)





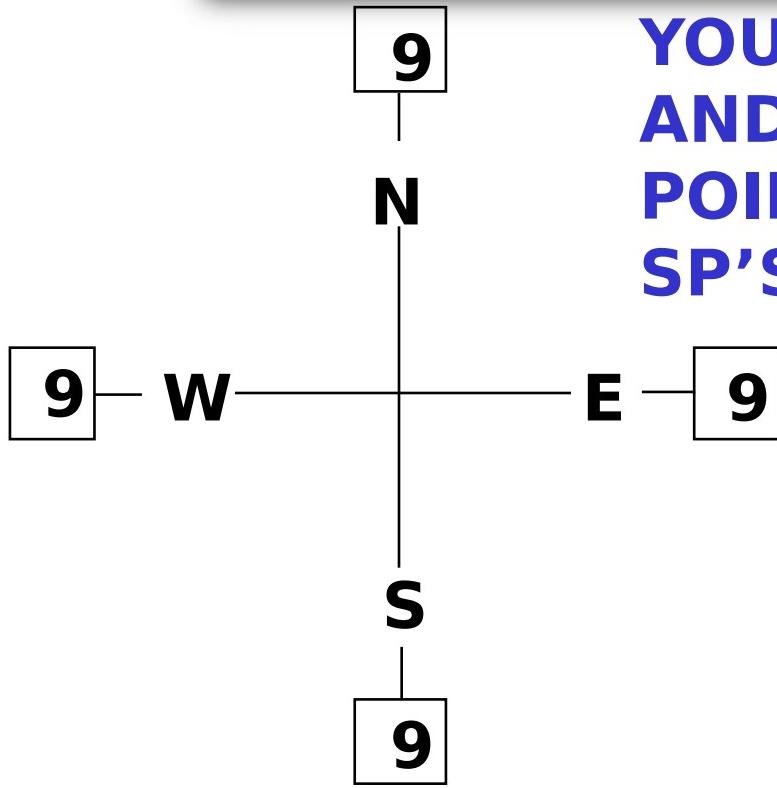
# FSCL, RFL, AND CFL



**FSCL, RFL, AND CFL WILL HAVE ESTABLISHING HQ<sup>02</sup> AND EFFECTIVE TIME. TIME CAN BE EITHER A SING OR DOUBLE ENTRY (WITH START AND STOP)**

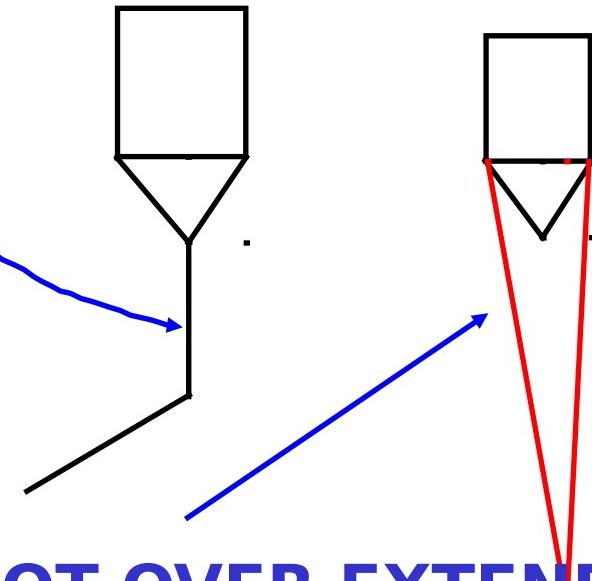


# POINTS



**YOU CAN NOT EXTEND  
(BEND) THIS STAFF.**

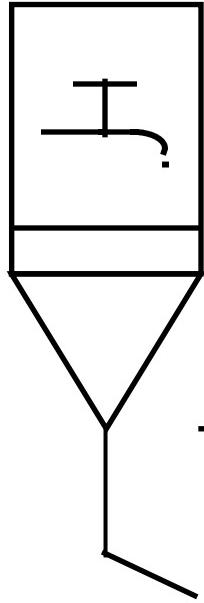
**YOU CAN ADD STAFFS  
AND EXTENSIONS TO  
POINTS OTHER THAN  
SP'S OR RP'S**



**DO NOT OVER EXTEND  
THE TRIANGLE ON THIS  
SYMBOL**

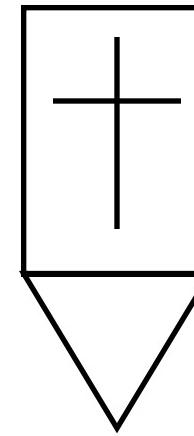


# POINTS (CONT)



**2 BDE**

**WATER  
DISTRIBUTION  
POINT**



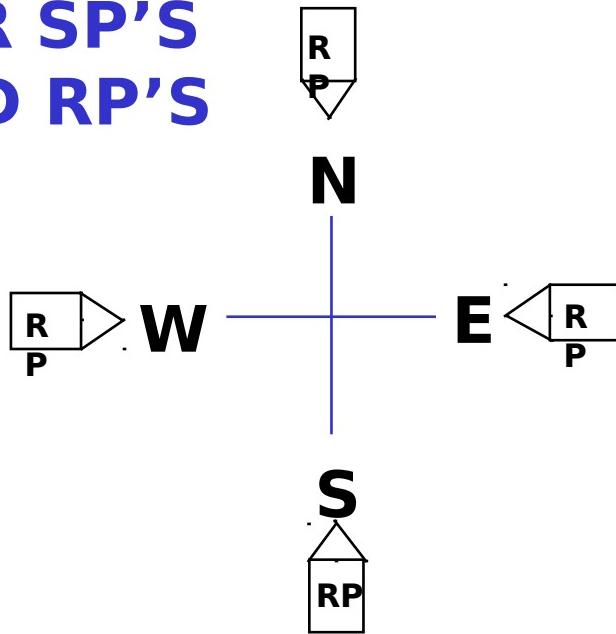
**GRREG  
2 BDE**

**GRAVES  
REGISTRATION  
POINT**

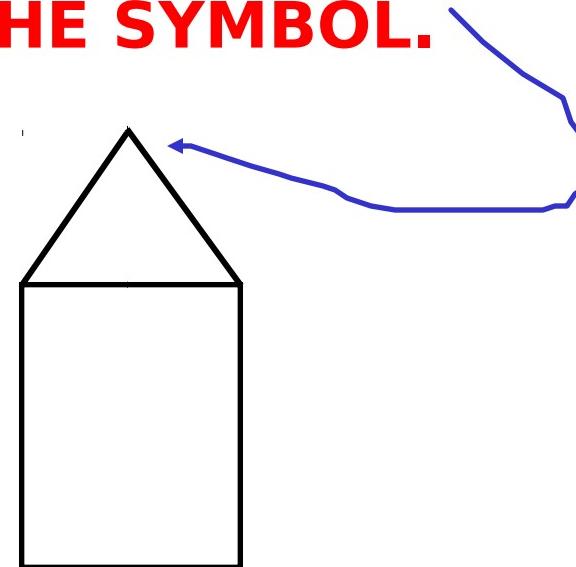


# RELEASE/START POINTS

FOR SP'S  
AND RP'S



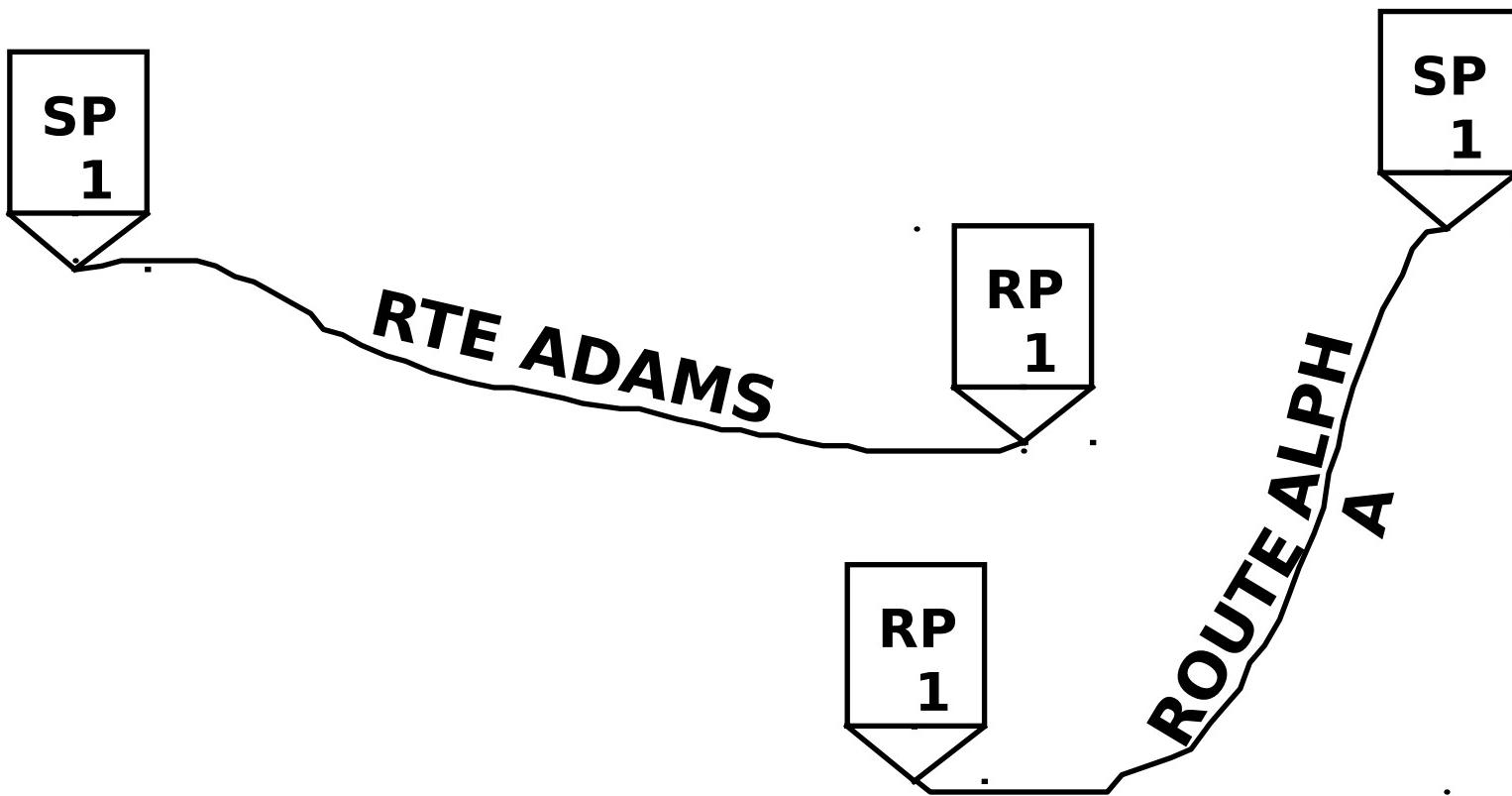
**REMEMBER: THE ACTUAL LOCATION OF THE POINT IS THE TIP OF THE TRIANGLE AT THE BASE OF THE SYMBOL.**





# GENERAL ROUTES

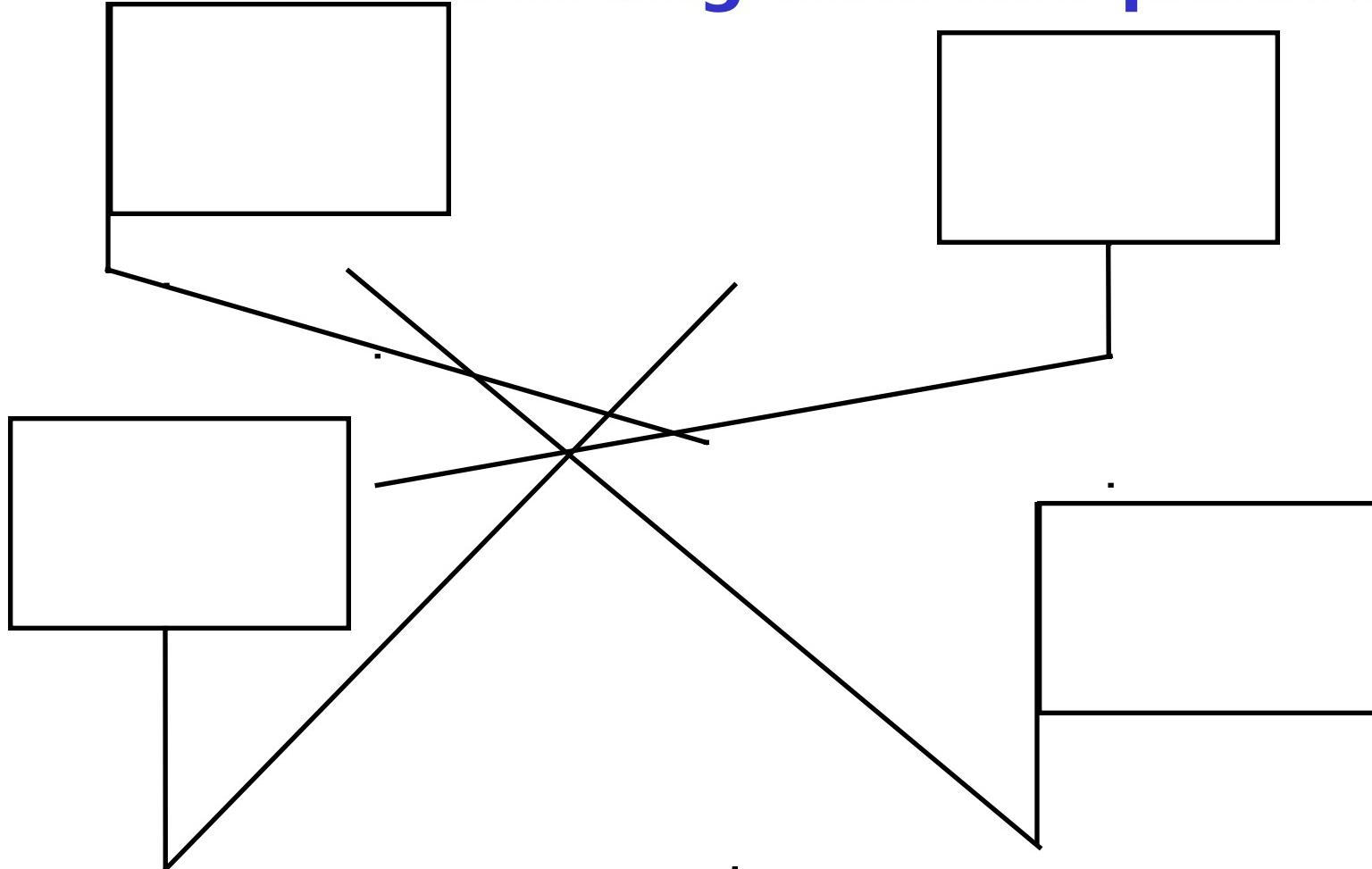
**ROUTE LABELS MAY TAKE TWO FORMS**





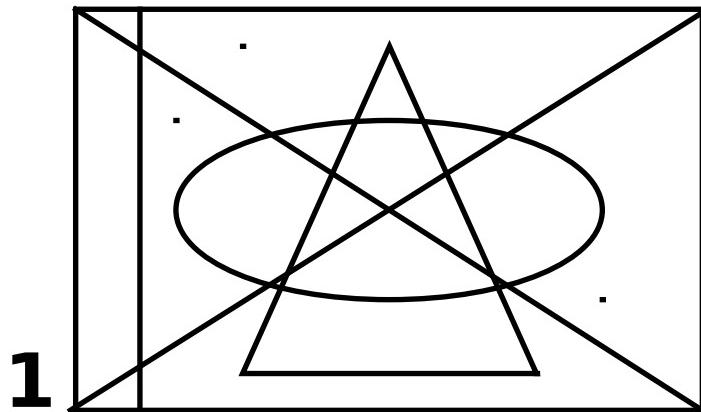
# STAFFS AND EXTENSIONS

What's wrong with this picture?

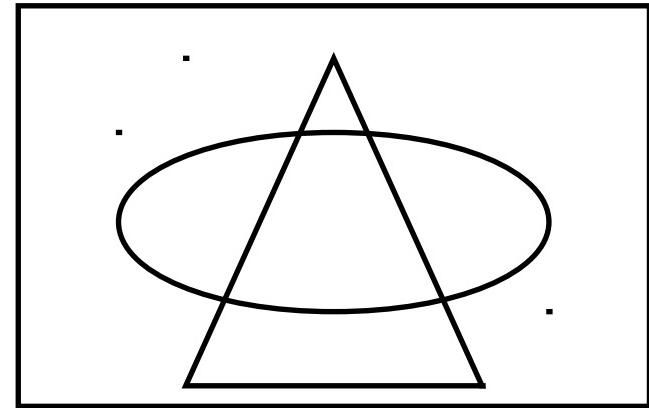




# LP/OP



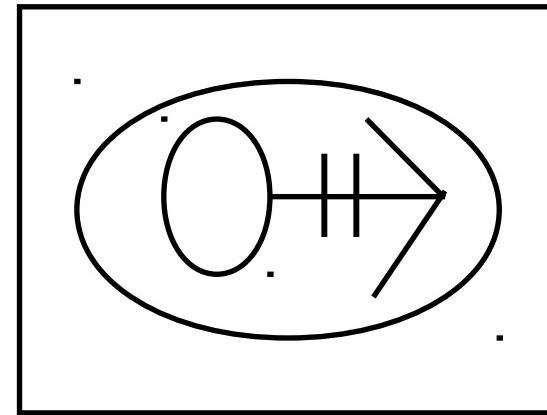
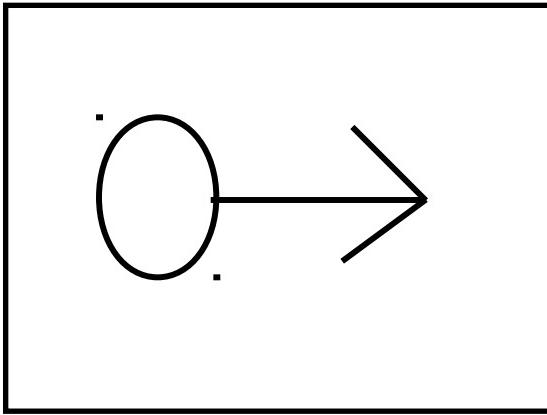
2



**LP/OP field Alpha takes on the same designation as the parent unit with a triangle placed on top of that designation.**



# MORTARS

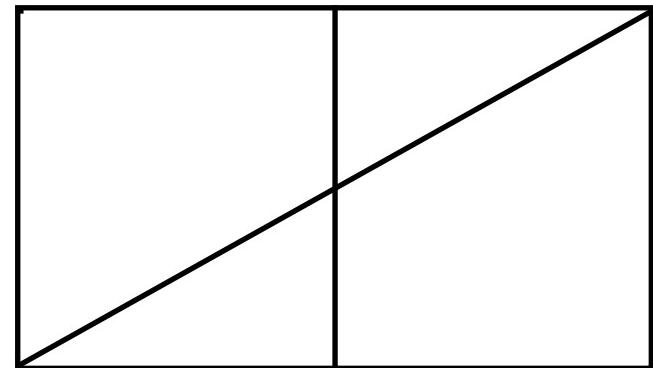
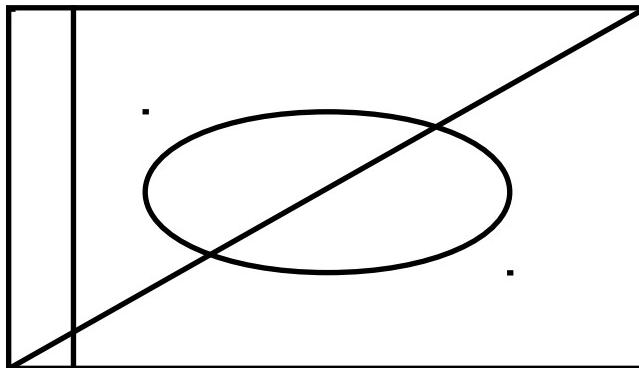


**1ST PLT A Co MORTAR  
OTHER THAN  
TRACKED**

**2ND PLT C Co  
TRACKED HVY  
MORTAR**



# SCOUTS

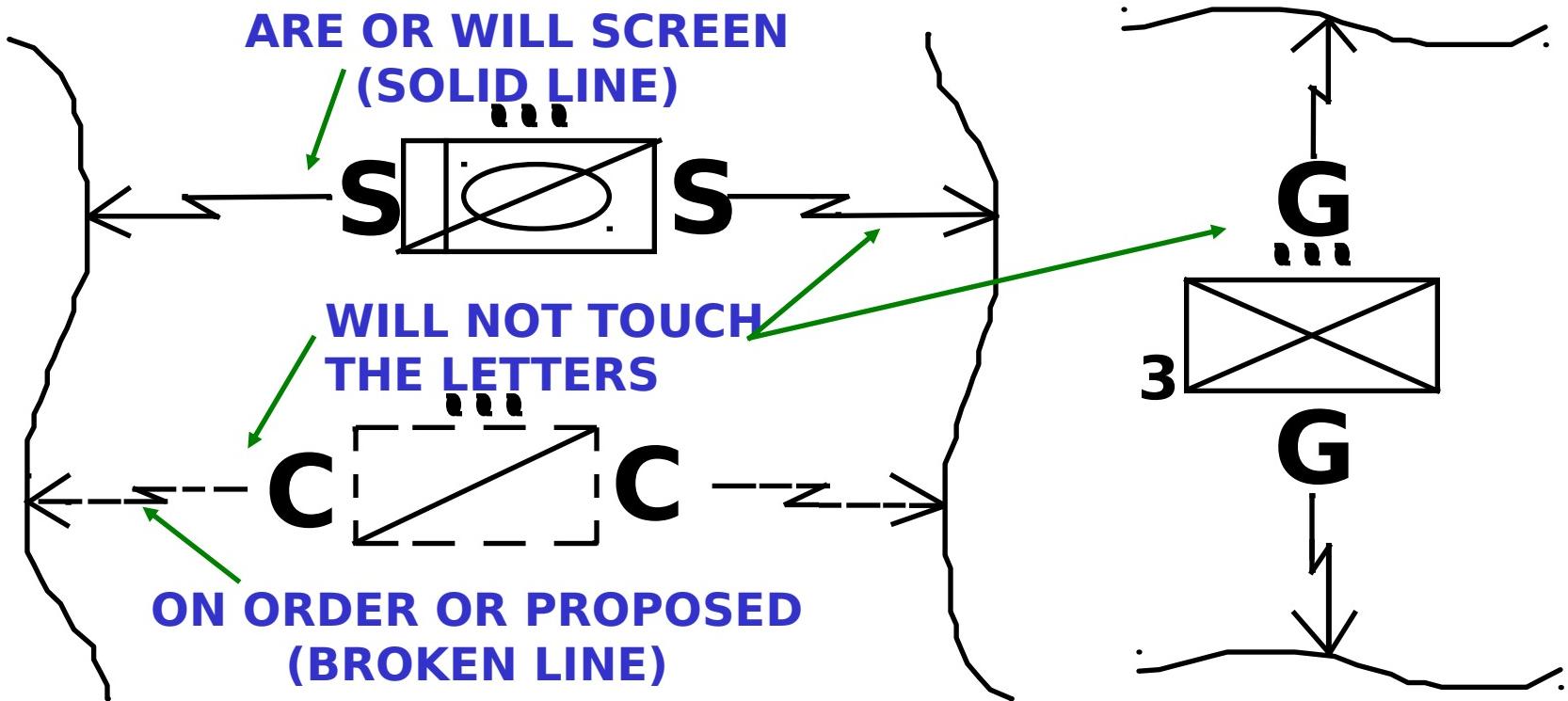


**SCOUT W /  
IFV**

**MOTORIZED  
SCOUT**



# SECURITY



**S = SCREENING, C = COVERING, G = GUARDING**